## Imaginings



The ImagiNation Network Offers special rooms for clubs and conferences on a vast variety of subsects, addressing as many of our members needs as possible This is where you will find Yserbus Guid and Red Baron Squadron meetings. You will also find trivia and role-playing games (RPGs) on a regular basis. In addition, you will find classes, clubs and discussions on a multitude of special interests from politics to self-bein groups, poetry to computer programming and from video games to ENN University courses. Only your

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TEEN HUNGOUT 6 pm Teams Fas Club

BRIDGE CLUB:

7 pm

ImageNation can limit the number of conference topics available to INN members. The following is the schedule of conferences for the mouth of March as of February 1. The schedule is subject to change. Conferences marked "Private" or "Pvt" require approval from the conference's host or moderator to attend. If you have a question regarding a specific conference listed here, please write to the name and box below the conference name. Trivia questions only should be sent to box 996. University questions only should be sent to box 777. All times listed are Pacific Time. 4 pm HonerBoard Gotd (Buildoor + 50241)

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## Imaginings

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**Greens Fees Too High?** 



Maybe you should look into getting a foursome together on The ImagiNation Network. INN's 3-D Golf is new with version 2.3. It's the most fun you can have without having to replace divots. You can sign-up for 2.3 in The INN Mall, or call 1-800-IMAGIN-1 for details

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3-D GOLF Continued from page 1 game of 3-D Golf. I sent the invitation when we arrived at Fairway Bend, I. chose an 18 hole round and a standard net stroke game. Other options were two variations of Match Play, three variations of the Skins same and several other alternatives. I almost felt as if I was organizing a PGA tournament! I was able



to configure my personal style of play by opting to be a beginner and considering myself an "aimer" rather than a putter. This style of play brings your personal style of golf to the game.

I've played off-line golf games, but they are missing one thing - the camaraderie. This and the chat feature sets 3-D Golf apart from other golf games. The quality of this program sets INN apart from other services. The spectacular eraphics are all very detailed and well designed, I think the mountains impressed me the most when I first played. The course has a serene effect, very nice.

Lily and Mand were clowning around while waiting for me to hit. I chose where I wanted to aim my shot, which club to use and my stance. We all negotiated that sand trap differently. Lily and I took the safe route to the side, but TC and Mand had the guts to attempt to hit over it. All of us managed to par the hole.

The second bole was profitable to all of us. My first shot went 230 yards down the center of the fairway. TC managed to find the rather large sand trap 225 yards away and to the left. This brought on a few lokes. Lily teased that be should use a beach ball if he was going to play in the sand. Maud suggested he should have brought his pail and shovel with his golf clubs. I couldn't resist telling him that rather than driving a golf cart, he should rent a camel

Beine a good-natured person, TC took this all in stride and still managed to par the hole with an excellent second shot. chin shot and nutt. Meanwhile Lily sank a 17-foot putt for par even though she claimed the wind was blowing her hair into her eyes. Maud birdied the hole by making a 42-foot putt, the longest putt I've ever seen made here.

I made par thanks to a chip shot that hit a pole and bounced to within 31 inches from the hole, although I'd left a gigantic divot.

We stopped to admire the breathtaking view on the 10th hole. It overlooks a



stream and boasts one of the best views of the mountain landscape. We discussed strategy for each hole, especially the 11th where there is a fierce uphill slope.

from the tee. I usually drop down a couple club sizes to get over the hill.



Comparing this program to other commercial golf games I've played, is no contest. This came has the graphics and features of any same in the stores. For me, INN 3-D Golf has a big advantage - time with my friends

We all had a great time loking around. The messaging system is excellent and it makes it a fun place to go with friends or soon-to-be friends. The game itself gives people opportunity to talk and have a good time playing golf.

Oh, by the way, TC did want me to mention that if you hit the ESC key twice. you can cancel your shot (if you don't like it) before you hit it. You can do the same thing by hitting the right mouse button twice. Maud wants me to mention that Alt-G will turn on a grid to aid you in indging the slope of the greens. Lily wanted me to remind you to watch out for the wind blowing your hair.

You can find simple instructions in the SierraLand.Doc file in your INN directory. You might want to read those before you play but is not necessary. This game is fun and addicting whether you play it. alone or with friends.

EARTHQUAKE Continued from page 3 words have been shared on-line since the carthouake. In addition to the all-important speed-of-light exchange of information, emotions and feelines were transmitted as well, as our on-line family banded together to belp those in desper-

ate need of assistance and support. Interestingly, what network and cable television were unable to offer in this disaster - on-line computing did. On-line. individuals were able to receive specific information about their loved ones and were often able to participate in the same

sort of personal exchange telephone companies were unable to provide. On-line services proved to be a crucial link, allowing almost immediate contact.

between residents of the quake area, and the rest of the world

These electronic connections bring to mind, and seem to validate, the human element of on-line computing. Throughout this horrible and unfortunate catastrophe, computers were indeed the tool that granted us connectivity - but we should not forget sitting behind every one of them, was a living, breathing, and most importantly, a feeling human being (Author's note: the names and addresses of persons mentioned in this article have been changed to protext their nebacy.)

Steve and Debble Baummeker are the authors of "Love at First Byte," and "Lovenutes from the Net" respectively. They are always looking for new sto-

ries, and can be reached at D/N mailbox 77268.



# INN Chess Club News



he newest version of ImagiNation, featuring a revamped chess program, has had a big impact on activities at the INN Chess Club. The most important changes result from the chess clocks installed in version 2.3. which enable players to set time limits on their games. With many options to choose from, the clocks are designed to suit any player's preferred tempo Speed chess players delight in racing against short

five minutes, while others may choose a more relaxed pace. In response to the new opportunities offered by time controls, the Chess Club has held new tournaments, ladder competitions and speed chess events.

time controls such as

### Faster Than a Speeding Bishon!

A five-round Quick Chess tournament was held December 26 to celebrate version 2.3. With five straight wins. NYKnicks (rated 2150) took first place in the East Coast section. The winner for the West Coast was Barry19 (rated 1900), who won on tie-break after he and BobWez both won four games.

First prize was the player's choice of any game in the INN Mall

### Congratulations to both winners!

Meanwhile, the club's new biweekly blitz tournaments, called "The Saturday Night Fights (Just for Fun)," put all the action and excitement of speed chess at your fingertips, This "no prizes, just glory" event is held every other Saturday. with five rounds of five-minute games, The action starts promptly at 6 pm in the Chess Club, with registration from 5:15

pm to 5:45 pm (Pacific Time). For more information, see the Special Events

Bulletin Board. The first Blitz Kings, winners of the January 15 tournament, were IceDice and

### Steve, each with four wins. Prize Tourneys Planned

The chess club plans to have more frequent Swiss System prize tournaments this year, starting with a six-round event. which began January 27. Tournaments will be played with time controls of G/90 (game in 90 minutes per player) and 40/2; SD/1 (40 moves. in 2 hours, fol-

lowed by "sndden death" in 1 hour).

> **Club Crowns Top-**Rung Players In hard-fought battles for the top positions in the chess club ladder

> > competitions,

Pagony and Crt.Jester earned the title of 1993 Ladder champions Pagony held the highest rung on the Gold Ladder, open to all players, on December 31. In addition, he had earned 12 stars by defeating other ton-ranked players. Stars are earned for each win-

scored while ranking on the eighth, or highest level On the Blue Ladder, CrtJester was

champion on the elebth level with four stars. This competition is reserved for unrated players or those with a US Chess Federation rating under 1400 (novice level)

Players on the ladders climb one rung for each victory and drop a rung with each defeat. Games are scheduled regularly, several days each week. The two ladders together have more than 100 active players.

### Ladder Players Watch the Clock

Games played for the Gold and Blue ladders are now governed by a default time control of G/60, chosen by club vote. However, two players meeting for a ladder game may agree on any other available time control

A new Junior Ladder for players 14 years of age and younger began January 4. Rounds are played every Tuesday and Saturday at 5 nm Pacific time. New players can join any week. For more details. contact Chessala (Box 31296) or ask on the Chess Club Administration Bulletin Board, Either way, remember to include your mailbox number.

### More 2.3 Goodles

Version 2.3 has other valuable features. besides the clocks. Games are recorded in coordinate notation on a move list that can be saved as a text file or im-

> ported into commercial chess programs. Also games in progress. can be restored to any ear-

lier move, allowing nlavers

explore different variations. By first saving your original game, you can return to it after you're. done. This "take back" feature will be very useful for teaching chess on INN.



Standard chess notations can be saved to disk and the chess clock is adjustable.

## Imaginings

## One On One With ImagiNation Special Edition!

Home Improvement Stars Jonathan Taylor Thomas and Zachery Ty Bryan



Jonathan Taylor Thomas

By popular demand, Jonathan Taylor Thomas and Zachery Ty Bryan will return as featured guest speakers in two new One On One With ImagiNation conferences. Join Zackery on Monday, March 7 at 6 pm and Jonathan on Monday, Moreh 14 at 7 pm for one or both of the 90-minute events.

Jonathan and Zachery play the two eldest sons of Tim Allen on the top-rated television show. Home improvement. The show is based on Tim Allen's stand-up comedy parodying the macho image and the difficulties of a suburban family whose patriarch hosts 'Tool Time,' a homeimprovement IV show. Home Improvement, airs Wednesday

nights on ABC. In previous INX appearances Jonatham

tions about their favorite imagiNation games and their favorite imagiNation lands. They talked about Home improvement and what it is like being a child star and working with Tim Allen. They also shared their favorite ice ergon flavore, as will as their favorite ice

inswered ones-



Zachery Ty Bryan

music and TV shows.

If you missed one of their previous appearances, be sure to arrive early to this very popular event. Previous appearances by these two stars were so successful, it was necessary to rotate members in and out of the conference room. In all, more than 300 members have attended these fun-filled and informative events.



# Can You Believe It!

There are actually people out there who think they're smarter than you. It's true! Well now you can show off nationally with INN's version 2.3 NTN Trivia and prove who is who once and for all. Order version 2.3 in The INN Mall, or call 1.800.IMAGIN-1 for details.

### IMAGINATION!

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